

**ABSTRACT OF THE DISCLOSURE**

Data pertaining to game characters appearing in a game is supplied to a game machine by a system including a data storage unit for storing data such as game character-related information and a server that can deliver data to the game machine over a network. The game machine has a sending/receiving unit that sends and receives data and a storage unit that can store data. The server determines when a data delivery request is received from the game machine, whether or not the game machine is authorized to receive data delivery, based on an ID number received from the game machine, and delivers prescribed data such as game character-related information to the game machine. The user of the game machine is permitted to decide whether or not to download the character-related information.